

BATTLETECH™

FOUR-LEGGED OMNIMECH RECORD SHEET

MECH DATA

Type: Sarath SRTH-10B

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Engine Type: 250 XL

Tonnage: 50

Tech Base: Mixed

Rules Level: Advanced

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Talons	Legs	—	15	—	—	—	—
1	Plasma Rifle (T)	RT	10	10 [DE,H]	—	5	10	15
2	Medium Laser (T)	RT	3	5 [DE]	—	3	6	9
4	ER Flamer (IS) (T)	RT	4	2 [DE,H,AI]	—	3	5	7
1	Quad Turret	RT	—	[E]	—	—	—	—
1	ER Small Laser (IS)	HD	2	3 [DE]	—	2	4	5

Ammo: (Plasma Rifle) 20

BV: 1,475



CRITICAL TABLE

Front Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons [Clan]
6. Talons [Clan]

Left Torso

- 1-3 1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

- 4-6 1. Triple Strength Myomer
2. Triple Strength Myomer
3. Triple Strength Myomer
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Triple Strength Myomer

Rear Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons [Clan]
6. Talons [Clan]

Head

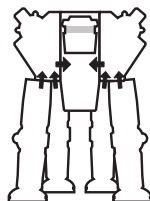
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

- 4-6 1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

Front Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons [Clan]
6. Talons [Clan]

Right Torso

- 1-3 1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Plasma Rifle (T)
5. Plasma Rifle (T)
6. Medium Laser (T)

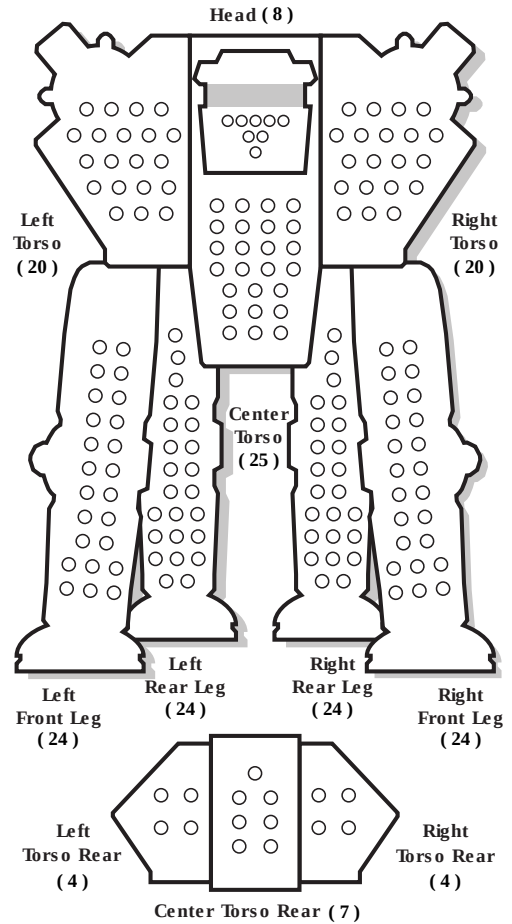
- 4-6 1. Medium Laser (T)
2. ER Flamer (T)
3. ER Flamer (T)
4. ER Flamer (T)
5. ER Flamer (T)
6. Quad Turret

Rear Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons [Clan]
6. Talons [Clan]

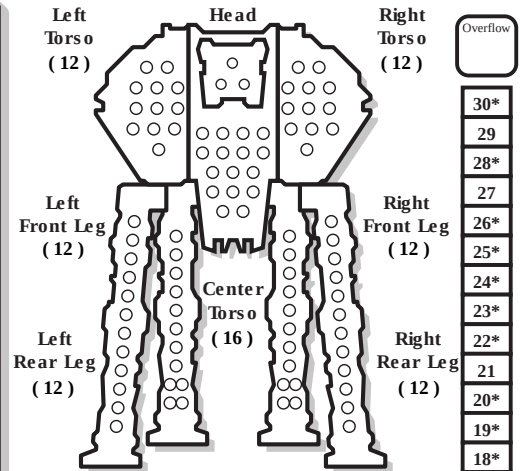
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
30	Shutdown	○ ○
28	Ammo Exp, avoid on 8+	○ ○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○

Heat Scale

Overflow

30*
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